

**UDP**

Socket

class message  
class HelloMessage

Sender

Receiver

Hello Sender

Hello Receiver

class S

class cache

Physical  
World  
Agent

Neighbor Table

Process 1 (Vehicle 1)

Host Node 1

Process 2 (Vehicle 2)

Process 3 (Vehicle 3)

Process 4 (Vehicle 5)

Process 5 (Vehicle 5)

Process 6 (Vehicle 6)

Process 7 (Vehicle 7)

Process 8 (Vehicle 8)

Host Node 2

**location File**

Process: Vehicle Manager